

Loco-Motifs

If you turn the correct pictures over, you get your train to the target first.

A movement and memory game for 2 „train drivers“ ages 3 and up.

- Game type:** Movement and memory game
Players: 2 players. Ages 3+
Contents: 1 green train, 1 red train, 16 motif cards with rails on the back, 8 motif cards with a neutral back, 1 bell, instructions
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Illustrations: Gattermeyer & Kapp

Preparing the game

To start, the 16 motif cards are sorted according to their motifs.

There are 8 different motifs, each one is found twice.

To begin, each player is given a **train** and **8 cards** with the 8 different motifs and the rails on the back.

The player puts these 8 cards out in front of himself in **any order he likes** so that the motifs are visible, but the rails are covered.

Each player puts his train **in front of the first card** of his row.

The **8 motif cards** are shuffled well and put **face down** onto the middle of the table in a rectangle of 2 x 4 cards.

The younger of the two players starts the game.

Object of the game

Each player tries to turn his motif cards into a track on which his train can go from start to finish card by card.

Course of the game

Alternately, each of the players turns over **one** of the 8 motif cards in the middle so that it is visible. If he turns over **the motif which is also on the card directly in front of his train**, he can turn over this card and „travel“ down the track with his train.

So at the start, a player must turn over the motif which is on the first card in his row.

After that, he must turn over the **second** motif of his row etc..

If a player turns over a motif which is not directly in front of his train, the train **cannot** move.

In each case, the motif card is turned back over in the middle and it is the other player's turn.

Each player's train moves down the track and his row of motifs changes into a track card by card.

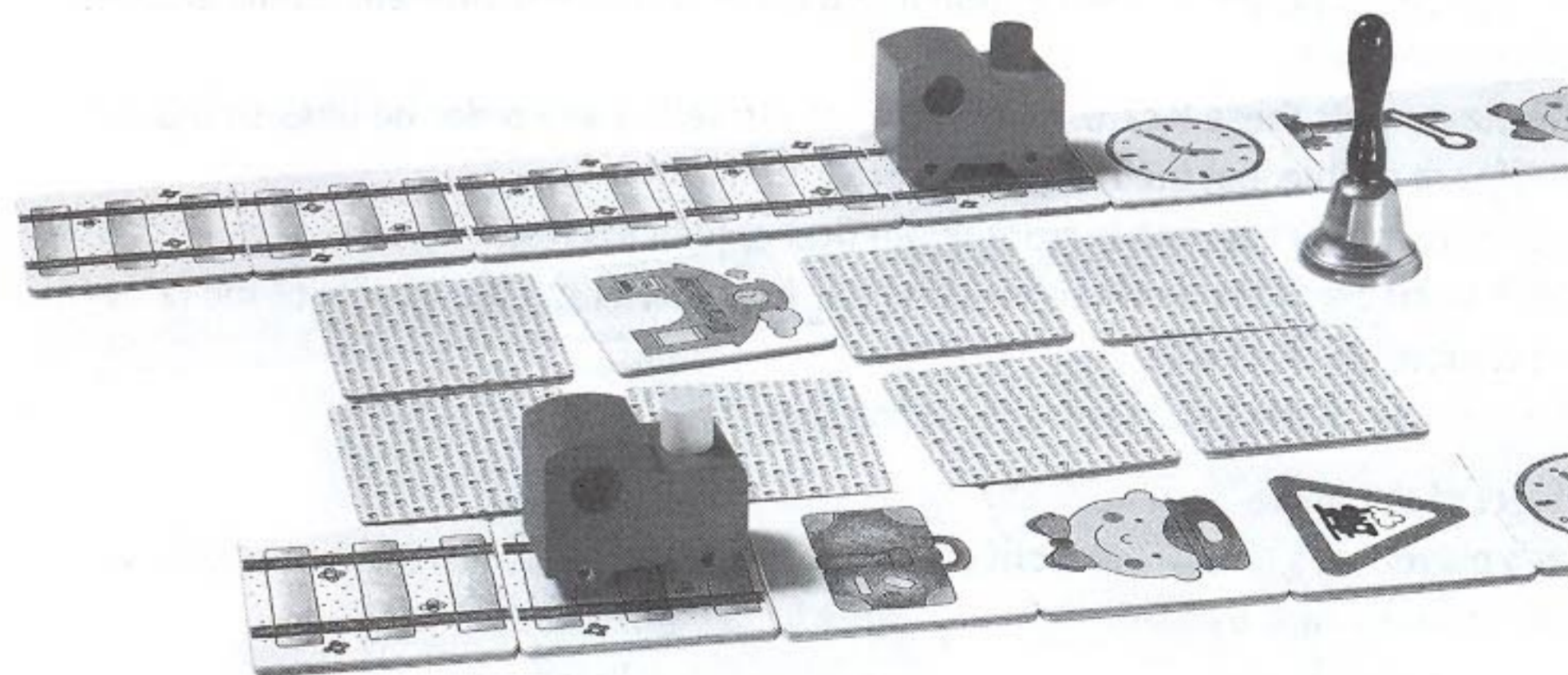
End of the game

The first player whose train arrives on the eighth and last card of his row has won the game. He is allowed to ring the bell.

Version B

You can also make this game somewhat more difficult by not putting a motif card back in its former position after turning it over.

This way, the 8 cards are permanently mixed and the players cannot always remember each card.



And now have fun, you little „train drivers“!